

## Supporting Continuous Media Applications In A Micro-Kernel Environment (1994) [\(Make Corrections\)](#) [\(4 citations\)](#)

G. Coulson, G.S. Blair, P. Robin, D. Shepherd



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**Abstract:** Currently, popular operating systems are unable to support the end-to-end real-time requirements of distributed continuous media. Furthermore, the integration of continuous media communications software into such systems poses significant challenges. This paper describes a design for distributed multimedia support in the Chorus micro-kernel operating system environment which provides the necessary soft real-time support while simultaneously running conventional applications. Our approach is to... [\(Update\)](#)

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...constraints, and provides dynamic feedback to applications to allow them to adapt to the current load. The Lancaster QoS Architecture [1] provides extensions to existing micro kernel environments for the support of continuous media. The QoS Broker model [6] addresses also the...

.... It also has synchronisation primitives based on event counters and sequencers which incorporate the notion of deadline inheritance [Coulson,94b] whereby a worker thread carrying out a task on behalf of a calling thread inherits the deadline of the caller. Full details...

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